

System of Reusable Software Parts and Methods for Use

Abstract

5 A system of reusable software parts for designing and constructing
software components, applications and entire systems by assembly. Parts for
generating events, shaping, distributing and controlling flows of events and
other interactions are included. Also included are parts for handling
synchronization and desynchronization of events and other interactions
10 between parts, as well as parts for handling properties, parameterizing and
serializing components, applications and systems. In addition, innovative
adapter parts for interfacing parts that are not designed to work together are
included. The system includes a dynamic container for software parts which
supports integration of dynamically changing sets of parts into statically
15 defined structures of parts. Other reusable parts for achieving such integration
are also included.